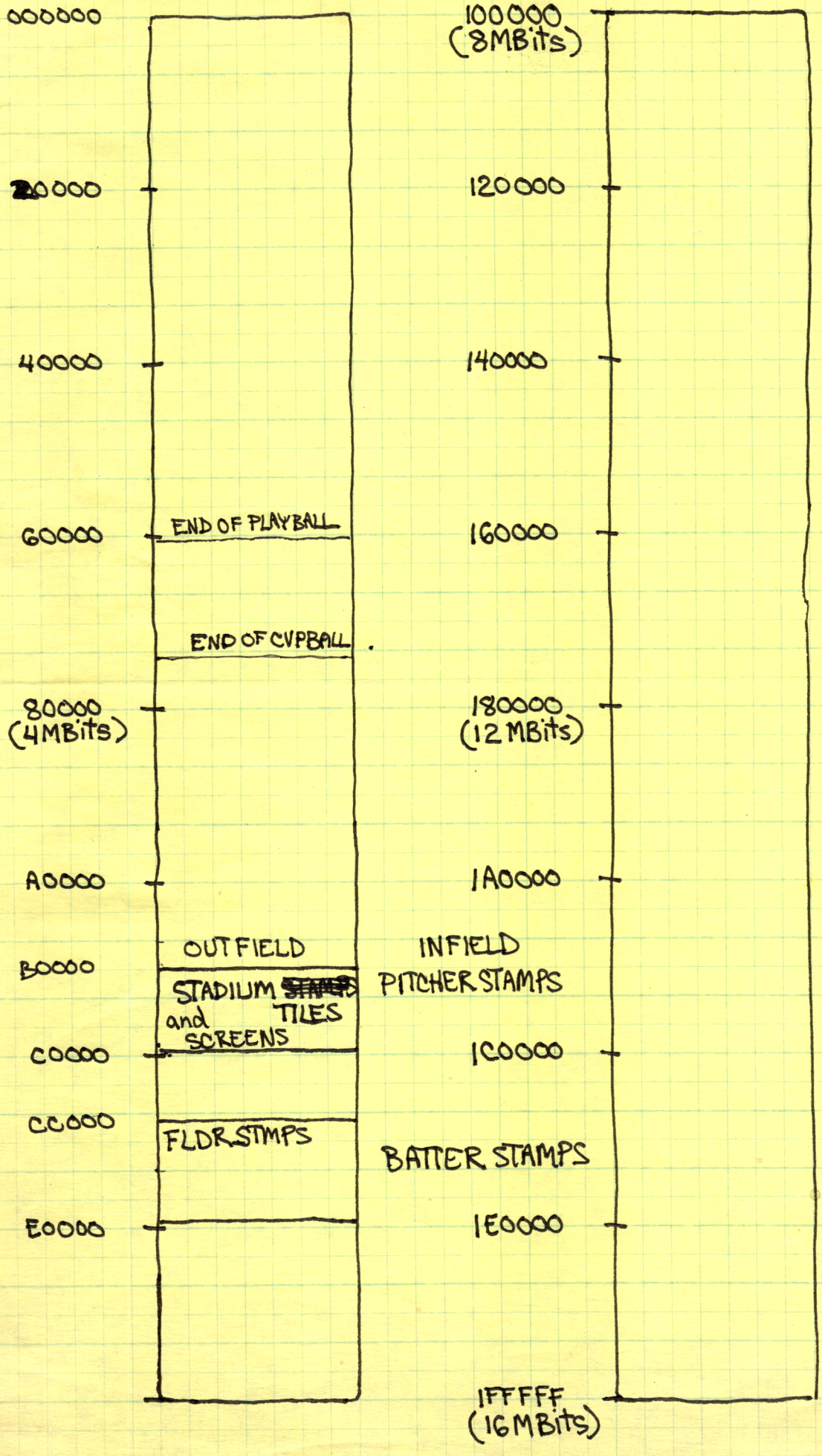
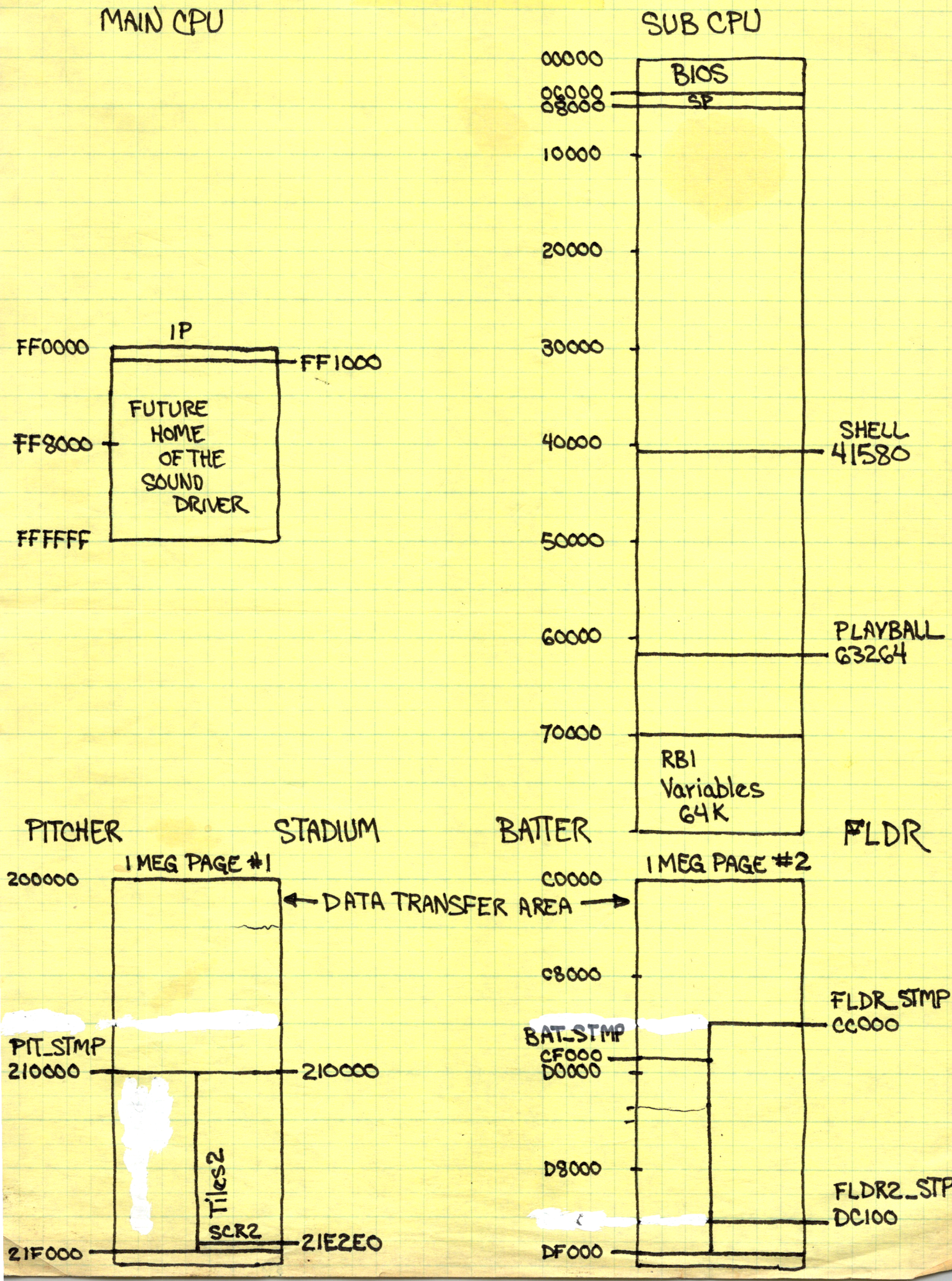
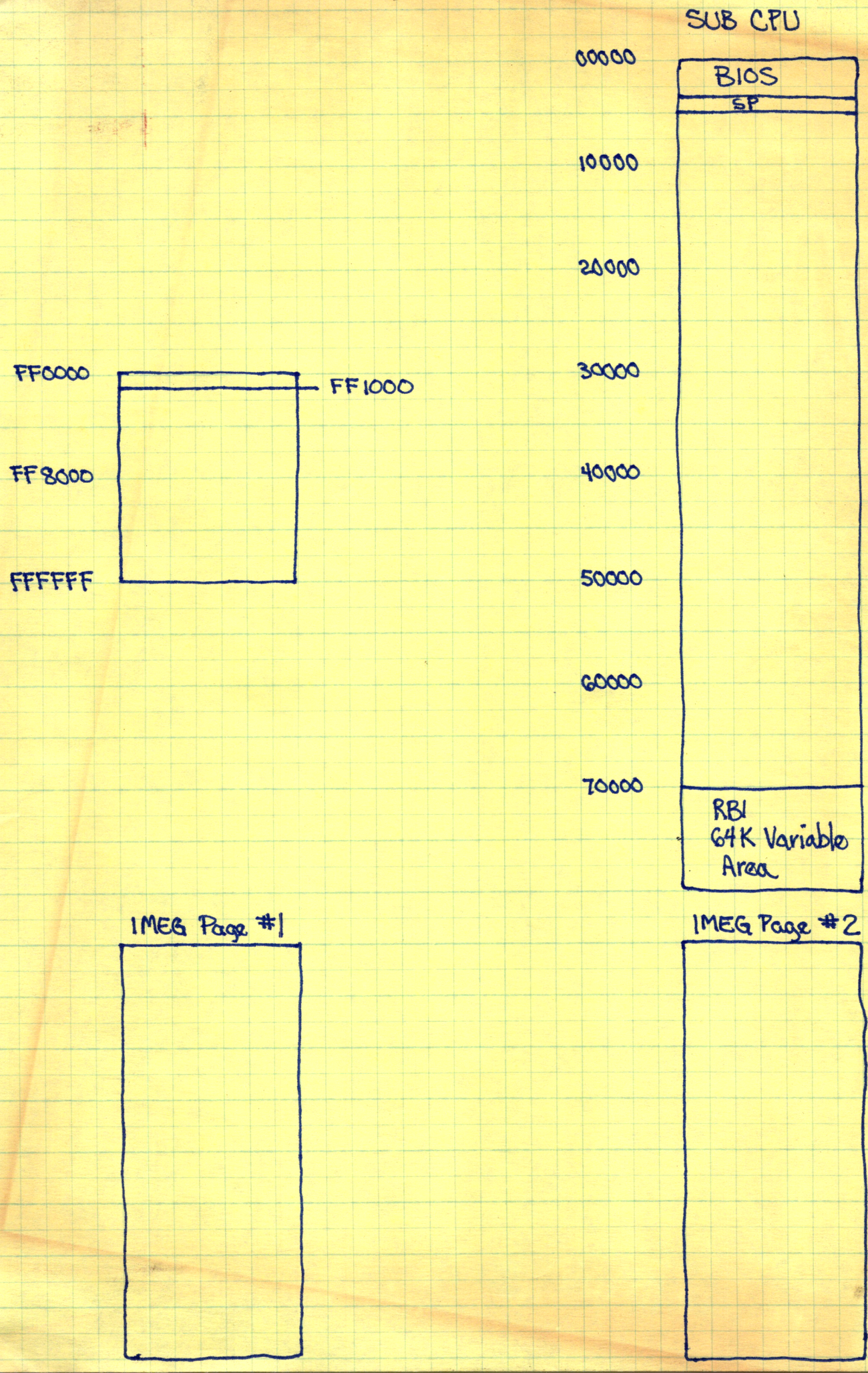
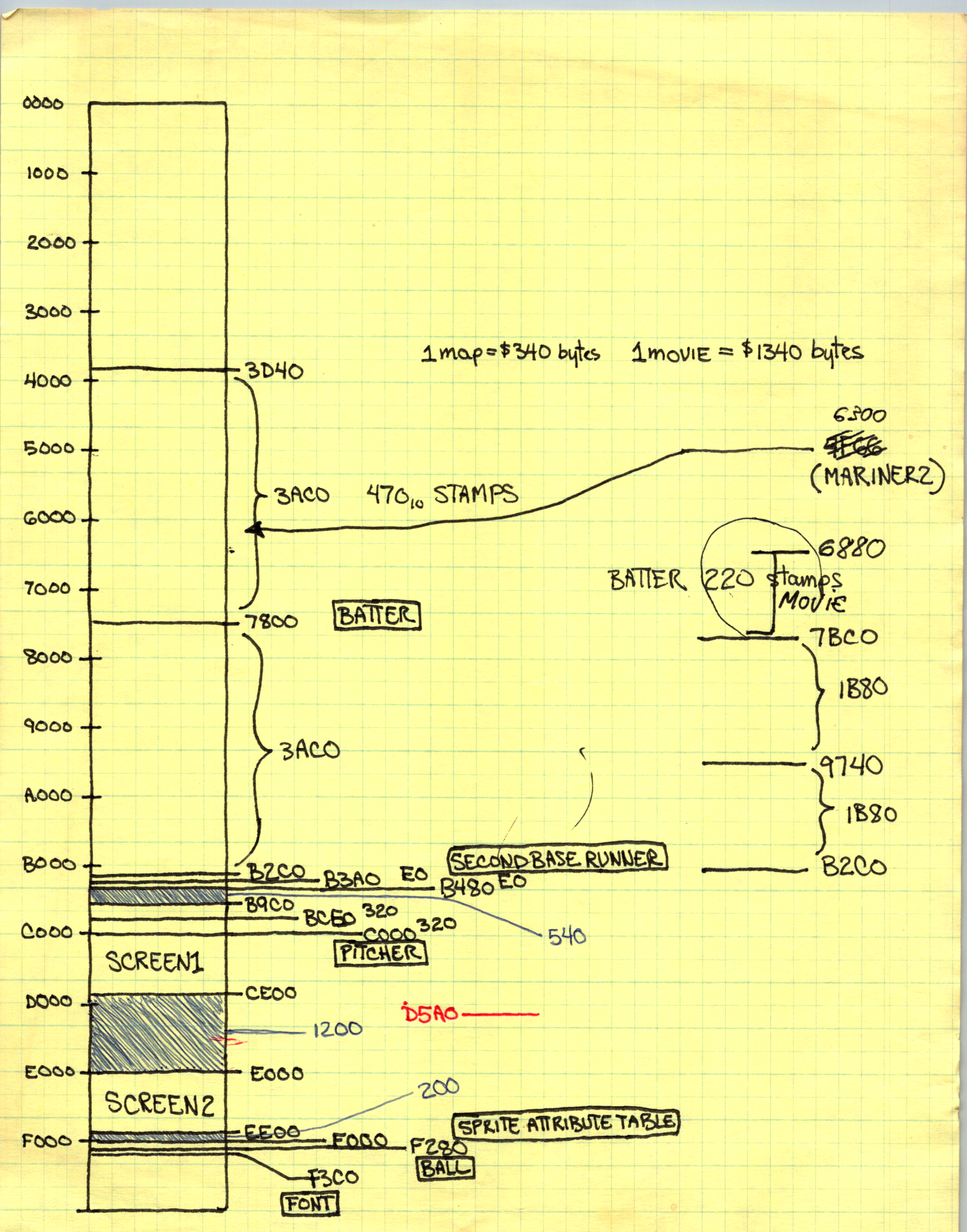
RBI 95 SEGA CD SEGA DEV BOARD RAM MAP




MAIN CPU
SUB CPU
00000
BIOS
06000
08000
SP
10000
20000
30000
40000
SHELL
41580
50000
60000
PLAYBALL
63264
70000
RB1
Variables
64K
IP
FF0000
FF1000
FUTURE
HOME
OF THE
SOUND
DRIVER
FF8000
FFFFFF
PITCHER
STADIUM
BATTER
FLDR
1 MEG PAGE #1
200000
DATA TRANSFER AREA
PIT_STMP
210000
210000
Tiles2
SCR2
21F000
21E2E0
1 MEG PAGE #2
C0000
C8000
FLDR_STMP
CC000
BAT_STMP
CF000
D0000
D8000
FLDR2_STP
DC100
DF000


SUB CPU
00000
BIOS
SP
10000
20000
30000
40000
50000
60000
70000
RBI
64K Variable
Area
FF0000
FF1000
FF8000
FFFFFF
1MEG Page #1
1MEG Page #2


0000
1000
2000
3000
4000
5000
6000
7000
8000
9000
A000
B000
C000
D000
E000
F000
1 map = $340 bytes
1 MOVIE = $1340 bytes
3D40
3ACO
470₁₀ STAMPS
6300
~~FFC6~~
(MARINER2)
7800
BATTER
6880
BATTER 220 stamps
MOVIE
7BCO
1B80
3ACO
9740
1B80
B2CO
B3AO
E0
B480
E0
SECOND BASE RUNNER
B2CO
B9CO
BCEO
320
C000
320
540
PITCHER
SCREEN1
CE00
D5AO
1200
E000
E000
SCREEN2
200
EE00
SPRITE ATTRIBUTE TABLE
F000
F280
BALL
F3CO
FONT